AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior version, and listing, of claims in the application:

<u>Listing of Claims:</u>

Claim 1 (previously presented): A method of playing a video game comprising the steps of:

maintaining a library containing a plurality of series of non-identical images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least two images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in time sequence, etc.;

providing an array of frames arranged substantially in a prescribed arrangement;

displaying in a selected frame a selected one of the first time images from said library;

displaying in another selected frame a selected one of the second time images from said library;

establishing as a first winning condition the display in the selected frames of one of the series of time sequenced images depicting an event.

Claim 2 (previously presented): A method according to claim 1 wherein said library contains at least three series, wherein there are at least three images in each series, and wherein the array includes at least nine frames arranged in at least three vertically oriented columns and at least three horizontally oriented rows.

Claim 3 (previously presented): A method according to claim 2 comprising the further step of establishing as a second winning condition the display in the frames diagonally extending through the columns and rows one of the series of time sequenced images depicting an event.

Claim 4 (previously presented): A method according to claim 1 wherein each of the events comprises a sports activity.

Claim 5 (previously presented): A method according to claim 4 wherein each of the events comprises a race activity.

Claim 6 (previously presented): A method according to claim 4 wherein each of the events comprises a football game activity.

Claim 7 (previously presented): A method according to claim 1 comprising the further step of providing a secondary game by which a second winning condition may be attained if said first winning condition is attained, said second winning condition being different from said first winning condition.

Claim 8 (previously presented): A method according to claim 6 comprising the further step of providing a secondary game by which a second winning condition may be attained if said first winning condition is attained, said second winning condition being different from said first winning condition.

Claim 9 (previously presented): A method according to claim 8 wherein said secondary winning condition comprises a football game scoring play.

Claim 10 (previously presented): A method according to claim 1 comprising the further step of awarding a prize to a player of the game who achieves said winning condition.

Claim 11 (previously presented): A video game apparatus comprising;

means for maintaining a library containing a plurality of series of non-identical images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least two images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in time sequence, etc.;

means for providing an array of frames arranged substantially in a prescribed arrangement;

means for displaying in a selected frame a selected one of the first time images from said library;

means for displaying in another selected frame a selected one of the second time images from said library; and

means for identifying as a first winning condition the display in the selected frames of one of the series of time sequenced images depicting an event.

Claim 12 (previously presented): A method of playing a video game comprising the steps of:

maintaining a library containing at least three series of non-identical images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least three images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in the time sequence, a third time image for the third earliest image in the time sequence, etc.;

providing an array of at least three frames in a prescribed arrangement;

displaying in a first selected frame a selected one of the first time images from said library;

displaying in a second selected frame a selected one of the second time images from said library;

displaying in a third selected frame a selected one of the third time images from said library;

establishing as a first winning condition the display in the three selected frames of one of the series of time sequenced images depicting an event.

Claim 13 (previously presented): A method according to claim 12 wherein said three selected frames are located adjacent to each other in said array.

Claim 14 (previously presented): A method according to claim 12 wherein said first selected frame is located to the left of said second selected frame, and wherein said second selected frame is located to the left of said third selected frame.

Claim 15 (previously presented): A method according to claim 12 wherein each of the events comprises a sports activity.

Claim 16 (previously presented): A method according to claim 15 wherein each of the events comprises a race activity.

Claim 17 (previously presented): A method according to claim 15 wherein each of the events comprises a football game activity.

Claim 18 (previously presented): A method according to claim 12 comprising the further step of providing a secondary game by which a second winning condition may be attained if said first winning condition is attained, said second winning condition being different from said first winning condition.

Claim 19 (previously presented): A method according to claim 17 comprising the further step of providing a secondary game by which a second winning condition may be attained if said first winning condition is attained, said second winning condition being different from said first winning condition.

Claim 20 (previously presented): A method according to claim 19 wherein said secondary winning condition comprises a football game scoring play.

Claim 21 (previously presented): A method according to claim 12 comprising the further step of awarding a prize to a player of the game who achieves said winning condition.

Claim 22 (previously presented): A video game apparatus comprising:

means for maintaining a library containing at least three series of non-identical images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least three images in each series, the images in each series identified as a first time image for the earliest image in the time sequence, a second time image for the second earliest image in the time sequence, a third time image for the third earliest image in the time sequence, etc.;

means for providing an array of at least three frames in a prescribed arrangement;

means for displaying in a first selected frame a selected one of the first images from said library;

means for displaying in a second selected frame a selected one of the second images from said library;

means for displaying in a third selected frame a selected one of the third images from said library; and

means for identifying as a first winning condition the display in the three selected frames of one of the series of time sequenced images depicting an event.

Claim 23 (new): A method of playing a video game comprising the steps of:

maintaining a library containing a plurality of series of non-identical images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least two images in each series, the images in each series identified as a first time image for an image in the time sequence, a

second time image for an image occurring in time sequence later than the first time image, etc.;

(a) providing an array of image display regions arranged substantially in a prescribed arrangement, each region adapted for displaying one of said images to a player;

(b) designating a first one of said image display regions in which to display one of the first time images;

(c) selecting one of the first time images from said library;

(d) displaying said selected one of the first time images in said designated first one of said image display regions in which to display said selected one of the first time images;

(e) designating a second one of said image display regions in which to display one of the second time images;

(f) selecting one of the second time images from said library;

(g) displaying said selected one of the second time images in said designated second one of said image display regions in which to display said selected one of the second time images;

(h) establishing as a first winning condition the display in said designated first one of said image display regions and in said designated second one of said image display regions, a first time image and a second time image, respectively, of one of the series of time sequenced images depicting an event.

Claim 24 (new): A method according to claim 23 wherein in steps (b) and (e) occur before steps (c) and (f).

Claim 25 (new): A method according to claim 23 wherein in step (c) one of the first time images is randomly selected from substantially all of the first time images contained in said library and wherein in step (f) one of the second time images is randomly selected substantially all of the second time images contained in said library.

Claim 26 (new): A method according to claim 24 wherein in step (c) one of the first time images is randomly selected from substantially all of the first time images contained in said library and wherein in step (f) one of the second time images is randomly selected substantially all of the second time images contained in said library.

Claim 27 (new): A method according to claim 23 wherein steps (d) and (g) substantially overlap in time.

Claim 28 (new): A method according to claim 24 wherein steps (d) and (g) substantially overlap in time.

Claim 29 (new): A method according to claim 25 wherein steps (d) and (g) substantially overlap in time.

Claim 30 (new): A method according to claim 26 wherein steps (d) and (g) substantially overlap in time.

Claim 31 (new): A method according to claim 23 wherein each of the events comprises a sports activity.

Claim 32 (new): A method according to claim 31 wherein each of the events comprises a race activity.

Claim 33 (new): A method according to claim 31 wherein each of the events comprises a football game activity.

Claim 34 (new): A method according to claim 33 wherein said winning condition comprises a football game scoring play.

Claim 35 (new): A method according to claim 23 comprising the further step of awarding a prize to a player of the game who achieves said winning condition.

Claim 36 (new): A method of playing a video game comprising the steps of:

maintaining a library containing a plurality of series of non-identical images illustrating situations occurring at different sequential times during an event, with each series depicting a different event, and with at least three images in each series, the images in each series identified as a first time image for an image in the time sequence, a second time image for an image occurring in the time sequence later than the first image, a third time image for an image occurring in the time sequence later than the second image, etc.;

(a) providing an array of at least three image display regions substantially in a prescribed arrangement, each region adapted for displaying one of said images to a player;

(b) designating a first set of at least one of said image display regions in which to display a first group of at least one of the first time images;

(c) selecting said first group of first time images from said library;

(d) displaying said selected first group of first time images in said first set of image display regions;

(e) designating a second set of at least one of said image display regions in which to display a second group of at least one of the second time images;

(f) selecting said second group of second time images from said library;

(g) displaying said selected second group of second time images in said second set of image display regions;

(h) designating a third set of at least one of said image display regions in which to display a third group of at least one of the third time images;

(i) selecting said third group of third time images from said library;

(j) displaying said selected third group of third time images in said third set of image display regions;

(k) establishing as a first winning condition the display in one of said first set of image display regions, in one of said second set of image display regions, and in said third set of image display regions, a first time image, a second time image, and a third time image, respectively, of one of the series of time sequenced images depicting an event.

Claim 37 (new): A method according to claim 36 wherein in step (a) at least three of said image display regions are aligned substantially linearly and in step (k) the ones of said first set of image display regions, said second display regions, and said third display regions are aligned substantially linearly in said array of at least three image display regions.

Claim 38 (new): A method according to claim 36 wherein said array includes at least nine image display regions disposed substantially in a regular pattern of at least three rows and three columns.

Claim 39 (new): A method according to claim 37 wherein said array includes at least nine image display regions disposed substantially in a regular pattern of three rows and three columns.

Claim 40 (new): A method according to claim 39 wherein in step (k) said substantially linear alignment includes a row of three image display regions.

Claim 41 (new): A method according to claim 39 wherein in step (k) said substantially linear alignment extends substantially diagonally.

Claim 42 (new): A method according to claim 36 wherein the number of first time images in said selected first group equals the number of image display regions in said first set, the number of second time images in said selected second group equals the number of image display regions in said second set, and the number of third time images in said selected third group equals the number of image display regions in said third set.

Claim 43 (new): A method according to claim 36 wherein steps (b), (e), and (h) occur before steps (c), (f), and (i).

Claim 44 (new): A method according to claim 36 wherein in step (c) said first group is randomly selected from substantially all of the first time images contained in said library, wherein in step (f) said second group is randomly selected from substantially all of the first time images contained in said library, and wherein in step (i) said third group is randomly selected from substantially all of the first time images contained in said library.

Claim 45 (new): A method according to claim 36 wherein steps (d), (g), and (j) substantially overlap in time.

Claim 46 (new): A method according to claim 36 wherein each of the events comprises a sports activity.

Claim 47 (new): A method according to claim 46 wherein each of the events comprises a race activity.

Claim 48 (new): A method according to claim 46 wherein each of the events comprises a football game activity.

Claim 49 (new): A method according to claim 48 wherein said winning condition comprises a football game scoring play.

Claim 50 (new): A method according to claim 36 comprising the further step of awarding a prize to a player of the game who achieves said winning condition.